

THIEF

THE DARK ART BOOK



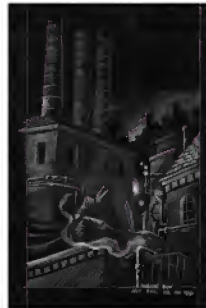
"Thief is the single most terrifying, immersive, and rewarding game I have played and the one single-player game I continue to replay. In addition to the overriding stealth gamestyle, it is loaded with unique elements that hold one in the world. I love the setting, a medieval tech fantasy world that owes less to D&D than to such literary lights as Fritz Leiber, Jack Vance and Michael Shea. It has a spare, but well-crafted storyline, eccentric NPCs, brilliant verse, and unparalleled sound design. Then there are the enormous, intricate levels: Sprawling towns (both populated and ruinous), haunted crypts, bizarre mansions, lost cities, and the finest subterranean sequences in any game the climactic level being a surreal descent that convinced me I had scrambled many miles towards the earth's core. There are countless books I wish I had written; Thief is one of the few games I wish I had worked on."

- *Marc Laidlaw, Valve (writer/designer: Half-Life)*



THIEF

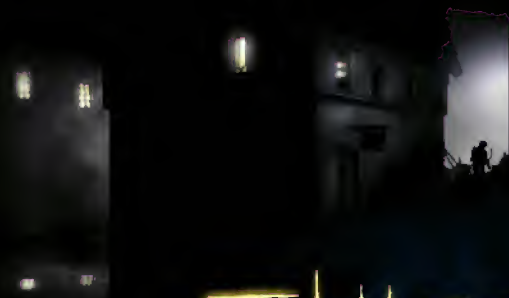
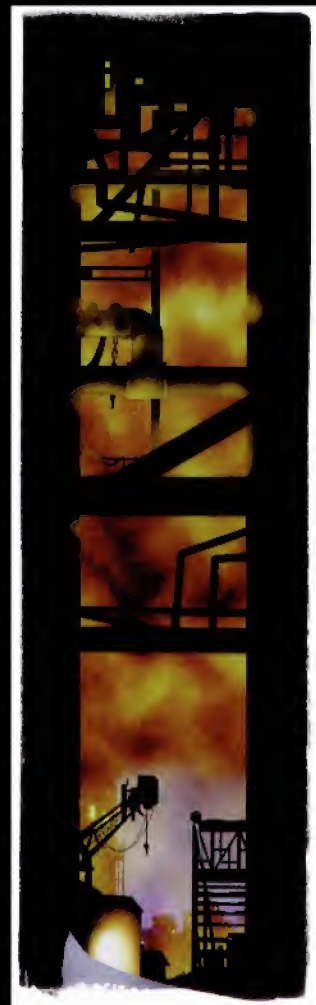
THE DARK PROJECT





Thief: The Dark Project and the Looking Glass logo are trademarks of Looking Glass Studios. ©1998™ 3DAA Looking Glass Studios. Eidos Interactive is a trademark of Eidos plc. © 1998 Eidos. All Rights Reserved.

Go to #116 @ www.computergaming.com/interactive



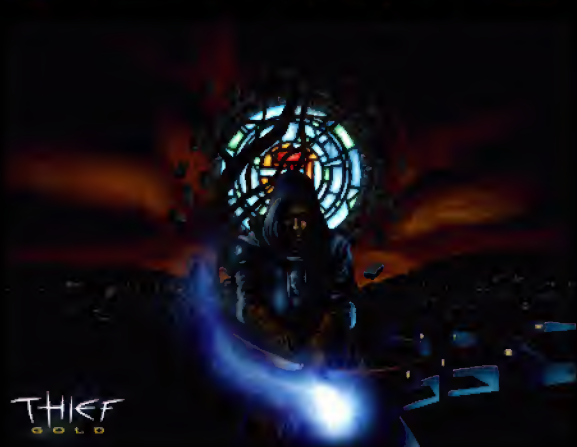
THIEF

THE DARK PROJECT

WWW.LGLASS.COM







THIEF
GOLD





THIEF

DEADLY SHADOWS







the clocktow



KEEPER
guard

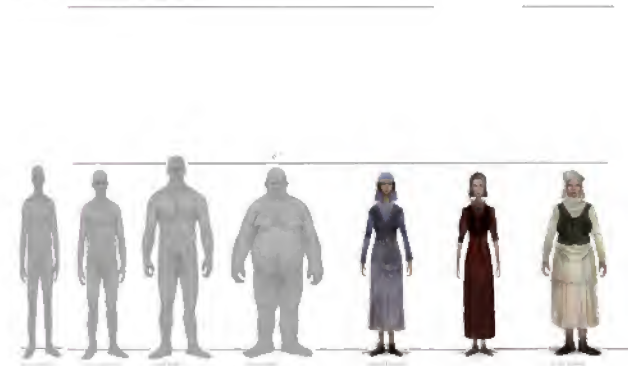
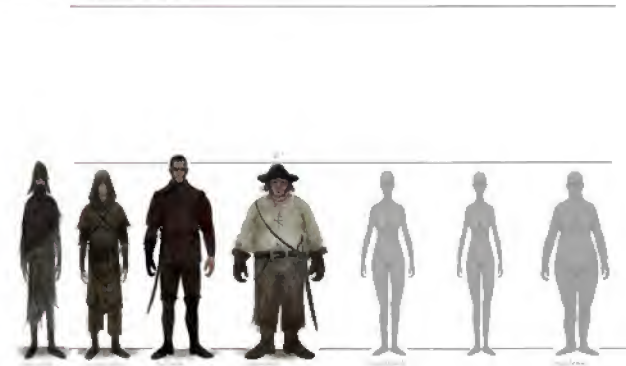
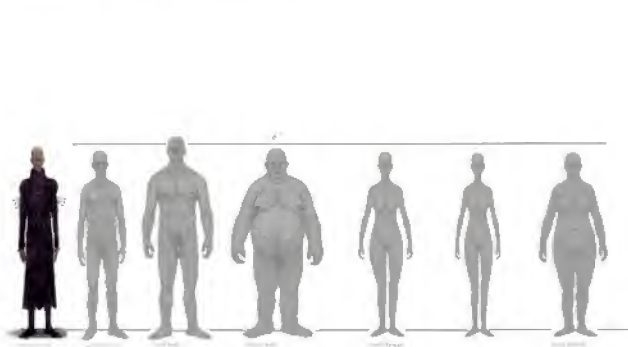
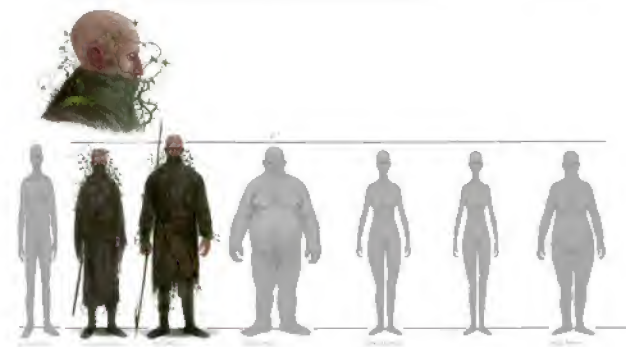


KEEPER
assassin



upon impact the weapon begins to glow-then
disappears.





bombs

CANNONBALL



bombs

fish



elemental crystal arrowheads

water



gas



blackjack



bombs

gas



healing potion



salt



moss



RUST MITE

consumes oxidized metal
corroded copper/bronze
and assimilates it to form
its protective exoskeleton



the shell is patina colored
in many areas

NOISE SUPPRESSOR

SONIC WAVES RADIIATE INWARDS, TOWARDS THE CORE,
AS THE JACKET VIBRATES
IN SYNC WITH ANY SOUND MADE...



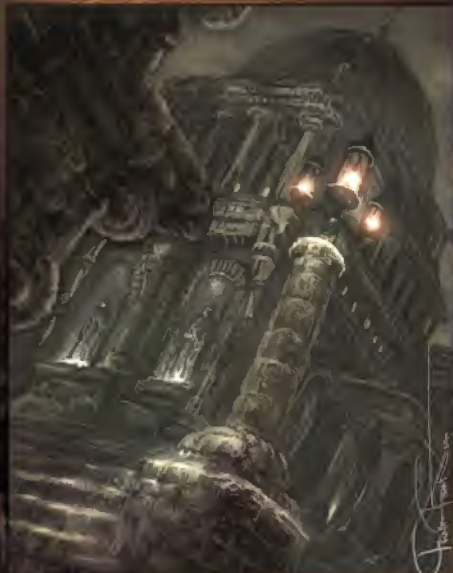
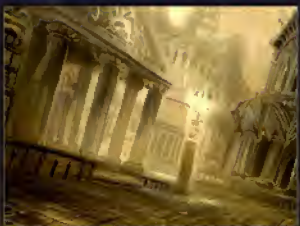
mine

TORRENTIAL SOUND IN A CIRCULAR DIRECTION
BY SOUND AS IT MAKES CONTACT WITH THE GROUND
A CONTACT CHAIN CAN BE MOVED AROUND AS THE MINE IS ACTIVATED



APPROX. 9" IN DIAMETER

CANNONBALL











THIEF

THE DARK ART BOOK